

## ADDENDUM



This document is intended to help answer any questions that you might have about Theme Park World. It contains fully up-to-date information about the game and the manual, and should be used as reference in cases where you cannot find the information you require in the Manual or Ref Card.

### FAQs (Frequently Asked Questions)

**Q:** I saved my park and continued playing. I then gained some Golden Tickets and Golden Keys. After loading my previously saved park I still have the same number of Golden Tickets and Keys, even though I did not have any when I saved. Also, if I go to another park I still have Golden Tickets to use. Why is this?

**A:** The Golden Tickets and Keys are a global currency, i.e. you can win them in any park and spend them in any other park. Golden Tickets are used to uncover mystery items. Once you've uncovered a mystery item it's available to buy for cash, even if you load a previously saved park.

**Here's an example of why it works like it does:**

I'm in Halloween and I win a Golden Ticket. I then leave and go to Lost Kingdom. The state of my Halloween park is saved. I spend the Ticket in Lost Kingdom then return to Halloween but I have no Golden Ticket as I have spent it elsewhere. If the state of golden tickets was not saved as part of the global game rather than the local park I could then restart a Halloween park and re-win the same golden ticket, effectively giving me an infinite supply.

**Q:** The manual refers to my staff going on strike if I have no staff rooms but I am unable to make them do so. What am I doing wrong?

**A:** We decided to remove the strike feature as it proved somewhat confusing & frustrating to players. However, you will find that if you have no staff rooms your staff will become tired and won't clean your park, fix rides or entertain until they have been rested.

**Q:** My Mechanics don't appear to go and maintain the rides, even though I have set their patrol areas to cover all the rides.

**A:** Monitoring your rides is an important aspect of gameplay. You need to keep checking on your rides and to call for mechanics should they begin to break down. If a ride breaks down then a mechanic will be called automatically. The patrol area function allows you to make sure that there is always a mechanic near a ride. Otherwise it may take some time before a mechanic reaches a broken down ride.

**Q:** The manual states that if you fail a challenge you won't be offered it again. However, I've noticed that a challenge that I had previously failed has come up again later in the game?

**A:** We decided that it would be fairer if failed or unaccepted challenges became available at a later stage.

**Q:** In the Laying a Basic Roller Coaster section of the manual, it states that you can complete a circuit by clicking on the pylon on the left side of the ride or by clicking on the ride itself. Clicking on the ride itself doesn't seem to work.

**A:** This has been changed - you need to click on the pylon on the left side of the ride in order to complete the circuit.

**Q:** In the manual, it states that the Security Coverage and Guard Coverage is indicated in Green on the Map Screen but this doesn't seem to be the case.

**A:** The colour was changed to White as it was easier to distinguish on the green Map.

**Q:** Why would Scientists need to have their patrol areas set?

**A:** You don't need to get the Scientists to patrol but it is a good idea to keep them in one place. It helps to separate them from the other staff and if you keep them near a staff room they can get there quicker when they need a rest.

**Q:** The "All Rides Screen" lists the Jumps and Tunnels I've bought, but I can't repair them individually. Why not?

**A:** The "All Rides Screen" displays Jumps & Tunnels to show you how many additional features you have in place on each ride. By repairing the main ride, you automatically fix any additional features.

**Q:** The manual says that, when tracking a staff member or a visitor, right-clicking stops following the individual.

**A:** This does function, but only if you have the Right Mouse Button scroll function ON. If you do not have this option selected, you can stop following the individual by clicking on the "X" on the Control Panel arm or by scrolling the park in the normal way.

**Q:** I changed the Speed, Capacity and Duration of a ride and then called a mechanic. My changes were re-set. Why?

**A:** You need to click on the tick button to confirm the changes before calling a mechanic.

**Q:** When looking at the individual staff and visitor member pop-ups, there is a green aura around the picture of them.

**A:** This may be a problem relating to your graphics card. Make sure you have the latest drivers for your card.

**Q:** The pop-up help text is sometimes corrupted.

**A:** Again, this problem may be related to your graphics card. Make sure you have the latest drivers for your card.

**Q:** The ride "Aztec Mayhem" is sometimes called "Simulator" and this is the same for other rides and sideshows. Why is this?

**A:** "Simulator" refers to the type of ride and "Aztec Mayhem" is the name of that ride. You can change a ride's name by bringing up the Rides window and clicking on the name of the ride.

**Q:** When I published my park online the name that I gave my park was changed to \*\*\*\*\* DinoPark. Why did it not show the full name that I gave it?

**A:** Theme Park World features a word filter, designed to prevent use of offensive language on-line (e.g. swearing, racist/sexist remarks etc.). Such words will be replaced by asterisks (\*). Try a different name for your park.